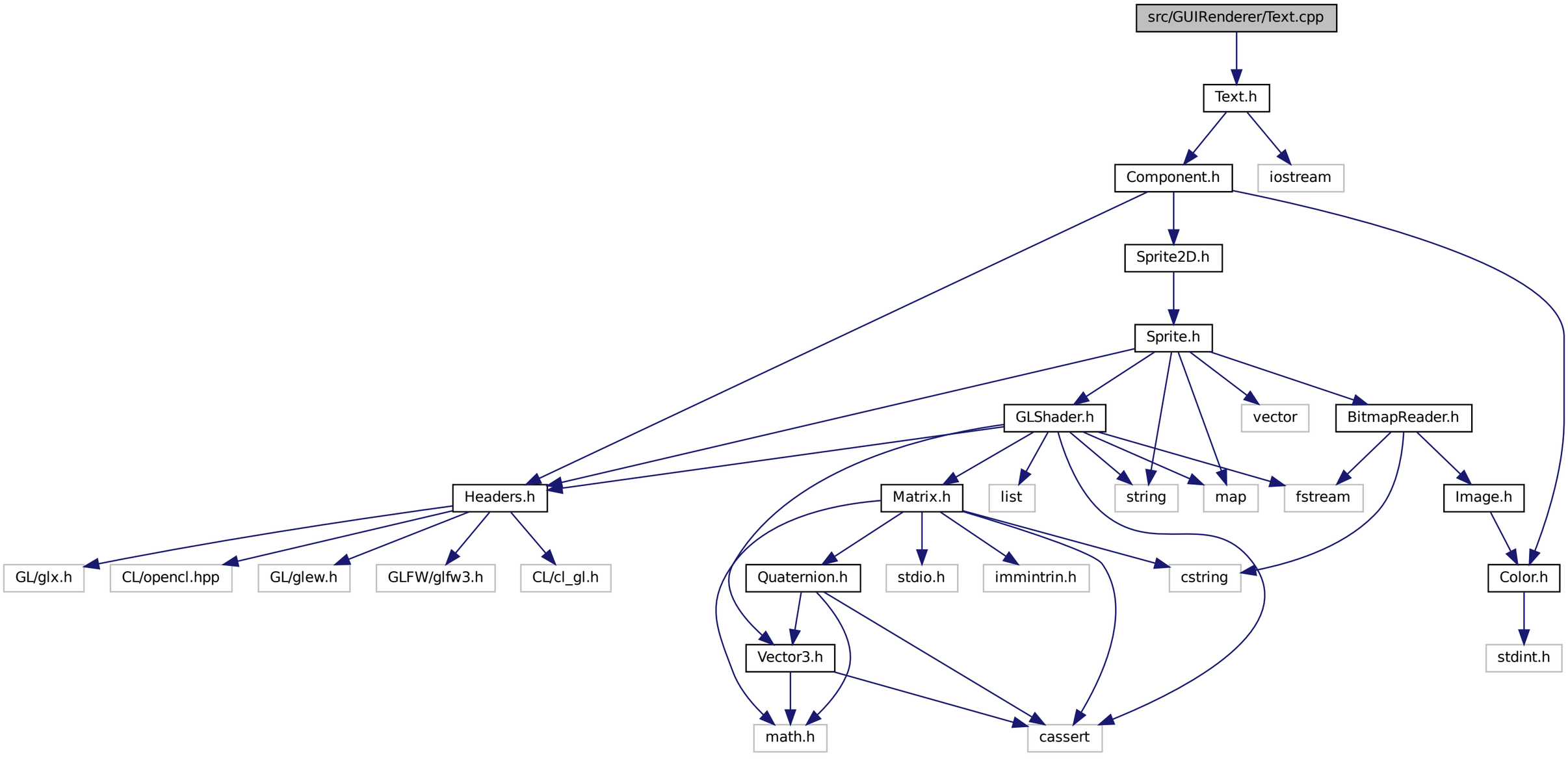
src/GUIRenderer/Text.cpp
Text.h
Component.h
iostream
Sprite2D.h
Sprite.h
GLShader.h
vector
BitmapReader.h
Headers.h
Matrix.h
list
string
map
fstream
Image.h
GL/glx.h
CL/opencl.hpp
GL/glew.h
GLFW/glfw3.h
CL/cl_gl.h
Quaternion.h
stdio.h
immintrin.h
cstring
Color.h
Vector3.h
stdint.h
math.h
cassert